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from tkinter import *
from tkinter import messagebox

class MyWindow:
    # initialized all widgets and controls
    def __init__(self, win):
        self.lbl1=Label(win, text='First number')
        self.lbl2=Label(win, text='Second number')
        self.lbl3=Label(win, text='Result')
        self.t1=Entry(bd=3)
        self.t2=Entry()
        self.t3=Entry()
        self.t3.config(state="disabled")
        self.btn1 = Button(win, text='Add')
        self.btn2=Button(win, text='Subtract')
        self.lbl1.place(x=100, y=50)
        self.t1.place(x=200, y=50)
        self.lbl2.place(x=100, y=100)
        self.t2.place(x=200, y=100)
        self.b1=Button(win, text='Add', command=self.add)
        self.b2=Button(win, text='Subtract')
        self.b2.bind('<Button-1>', self.sub)
        self.b1.place(x=100, y=150)
        self.b2.place(x=200, y=150)
        self.lbl3.place(x=100, y=200)
        self.t3.place(x=200, y=200)
        self.btn3=Button(win, text='About', command=self.about)
        self.btn3.place(x=100, y=250)
        self.btn4=Button(win, text='Clear', command=self.clear)
        self.btn4.place(x=200, y=250)

    #function definition
    def add(self):
        try:
            self.t3.config(state="normal")
            self.t3.delete(0, 'end')
            num1=int(self.t1.get())
            num2=int(self.t2.get())
            result=num1+num2
            self.t3.insert(END, str(result))
            self.t3.config(state="disabled")
        except ValueError:
            messagebox.showerror('Text is not Allowed!', 'Numbers Only!')

    def sub(self, event):
        try:
            self.t3.config(state="normal")

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        self.t3.delete(0, 'end')
        num1=int(self.t1.get())
        num2=int(self.t2.get())
        result=num1-num2
        self.t3.insert(END, str(result))
        self.t3.config(state="disabled")
    except ValueError:
        messagebox.showerror('Text is not Allowed!', 'Numbers Only!')

def about(self):
    messagebox.showinfo('About Info', 'Work of Edge L. Pangilinan')

def clear(self):
    self.t1.delete(0, 'end')
    self.t2.delete(0, 'end')
    self.t3.config(state="normal")
    self.t3.delete(0, 'end')

```

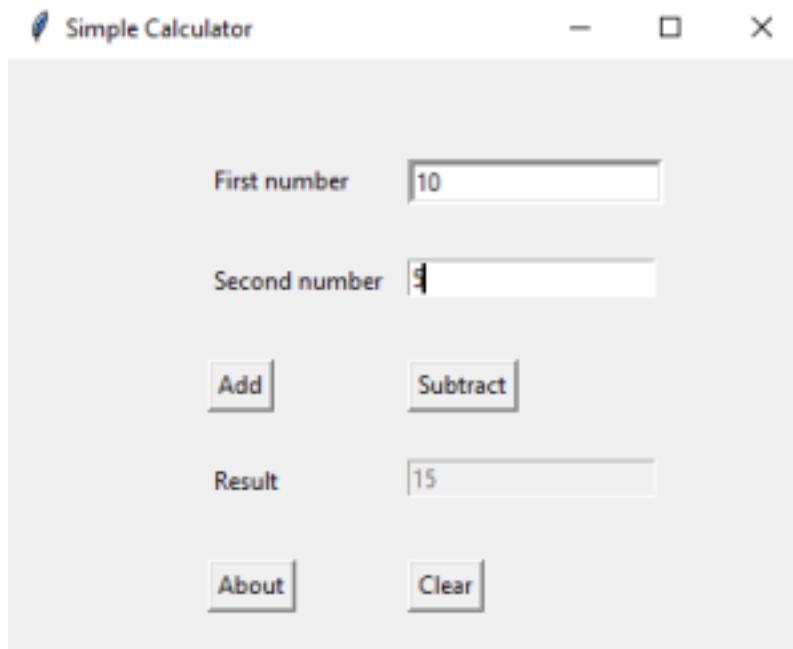
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#test the class
if __name__ == '__main__':
    window=Tk()
    mywin=MyWindow(window)
    window.title('Hello Python')
    window.geometry("400x300+10+10")
    window.mainloop()

```

**OUTPUT:**

Add:



Subtract:

A screenshot of a "Simple Calculator" window. The title bar says "Simple Calculator". The window contains four input fields: "First number" with value "10", "Second number" with value "5", "Result" with value "5", and two buttons "Add" and "Subtract". Below the buttons are "About" and "Clear" buttons.

First number	10
Second number	5
Add	Subtract
Result	5
About	Clear

Clear:

A screenshot of a "Simple Calculator" window. The title bar says "Simple Calculator". The window contains four input fields: "First number" with value "", "Second number" with value "", "Result" with value "", and two buttons "Add" and "Subtract". Below the buttons are "About" and "Clear" buttons.

First number	
Second number	
Add	Subtract
Result	
About	Clear

About:

Simple Calculator

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□

×

About Info

X



Work of Edge L. Pangilinan

OK

Result

About

Clear